

ARNIS GUIDELINES AND GROUND RULES

I - COMPETITION RULE

The DepED Rules in Arnis Competition shall govern the conduct of this event in the Palarong Pambansa including other DepED sponsored competition in the lower level.

II - PARTICIPANTS

1. Full Contact Competition

There shall be a maximum of five (5) participants distributed evenly in the different weight divisions for both secondary boys and girls in the Arnis Full Contact Event. As a matter of procedure, each region/team is allowed only one (1) entry in each of the five (5) weight category/division.

2. Anyo Competition

Each region/team is allowed to enter only one (1) participant in each Individual Anyo Event. In the Synchronized Team Event, each team shall be composed of exactly three (3) members.

III - EVENTS/MEDAL REQUIREMENTS/POINTS

A - ANYO EVENTS

ANYO EVENTS	MEDALS			POINTS
	(Sec. Boys/Girls)			
	G	S	B	
1. INDIVIDUAL				
a. Solo Baston (Single Weapon)	- 2	2	2	7, 5, 4, 3, 2, 1
b. Doble Baston (Double Weapon)	- 2	2	2	7, 5, 4, 3, 2, 1
2. TEAM/SYNCHRONIZED				
a. Solo Baston (Single Weapon)	- 6	6	6	10, 8, 6, 3, 2, 1
b. Doble Baston (Double Weapon)	- 6	6	6	10, 8, 6, 3, 2, 1

B - FULL CONTACT EVENT (Labanan)

B.1 - Secondary Boys

a. Flyweight (43 kgs. & Below)	- 1	1	2	7, 3, 1
b. Pinweight (Over 43 to 47 kgs.)	- 1	1	2	7, 3, 1
c. Bantamweight (Over 47 to 51 kgs)	- 1	1	2	7, 3, 1
d. Featherweight (Over 51 to 55kgs)	- 1	1	2	7, 3, 1
e. Extra Lightweight(Over 55 to 60)	- 1	1	2	7, 3, 1

B.2 - Secondary Girls

a. Flyweight (37 kgs. & Below)	- 1	1	2	7, 3, 1
b. Pinweight(Over 37 to 40 kgs.)	- 1	1	2	7, 3, 1
c. Bantamweight(Over 40 to 44kgs)	- 1	1	2	7, 3, 1
d. Featherweight(Over 44 to 48kgs)	- 1	1	2	7, 3, 1
e. Extra Lightweight(Over 48 to 52)	- 1	1	2	7, 3, 1

C - CHAMPIONSHIP POINTS (Boys/Girls) 15, 10, 7, 4, 3, 2

A – Full Contact Competition

Participants are required to wear the I.A.F. Standard Uniform.

1. White plain t-shirt (athlete's name, school/club logo, and sponsors may appear on the t-shirt, provided that it does not dominate the over-all appearance of the shirt).
2. Plain red pants (school/club logo may appear on the arnis pants)
3. Rubber soled shoes.

SUDDEN DEATH RULE (Rule 13.0)

In the event that the scores, disarms and fouls are the same at the end of the round, the basis for declaring the winner should be decided through the **SUDDEN DEATH Rule**.

The decision should be based on any of the clauses, whichever comes first.

- a. The first player to score wins the round
- b. The first player to commit a foul loses the round
- c. The first player to be disarmed loses the round

If after the second SUDDEN DEATH RULE, a tie still exists, a TOSS COIN will determine the winner of the round.

INJURIES (Rule 19.0)

In case of injury caused by accidental blow and the medical doctor decides/suggests to give the injured player a little time to rest before he/she can continue the game, the decision as stated in Rule 19.0, shall be suspended for a while. However, the rest period shall not be more than two (2) minutes after which the medical doctor must declare the fitness of the injured player to continue or discontinue the game.

B - Anyo Competition

Costume for the Anyo competition should be **Ethnic Filipino in Origin**. It is further recommended that the participating regions adopt the indigenous costume of their respective region. Arnis uniform (white t-shirt and red pants) may also be allowed.

WEAPONS

A player may have the option to choose any of the following weapons (with a minimum length of 24 inches and a maximum length of 36 inches.)

1. Wooden Stick/Yantok

The cane (stick) made of wood or rattan should measure not less than 60 cm. (24 inches) and not more than 90 cm. (36 inches) with a diameter of not less than 1.3 cm and not more than 3.8 cm.

2. Wooden Replica of a Bladed Weapon

The wooden replica should measure not less than 60 cm. (24 inches) and not more than 90 cm. (36 inches) in full length and should be ethnic Filipino in origin.

3. Metallic Unbladed Replica of a Bladed Weapon

The metallic replica should measure not less than 60 cm. (24 inches) and not more than 90 cm. (36 inches) in full length and should be ethnic Filipino in origin.

There shall be seven (7) judges. The highest and the lowest score of the seven (7) judges shall be eliminated, hence, the score of the remaining five (5) judges shall be determined separately in the first and second performance of every competitor which will be added together to get the **average score**.

The ranking of participants is based from the **net score** obtained which is determined by deducting all identified point deduction/s committed, if any, in accordance with the rules.

In case of tie, the score of the seven (7) judges for the concerned competitors shall be considered. If after such tie breaker procedure, **a tie still exist, the winner shall be determined through a REPEAT PERFORMANCE.**

PENALTIES & VIOLATIONS (Rule 13.0)

1. Violation of time limit should cause the participant/s deductions of points. A deduction of 0.2 should be given for every second short of the minimum one (1) minute time limit or in excess of the maximum two-minute time limit.

A maximum of the five (5) points may be deducted for time violation in each anyo performance.

2. Stepping and/or going out of the boundary lines will cause the performer/s a deduction of one (1) point for every violation.
3. Performers who accidentally looses grip of the weapon/s should be given a deduction of three (3) points for every violation.
4. Failure to execute the official pugay at the start/end of performance would mean a five (5) points deduction.

V - SCHEDULE

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|---------------------------------|---|
| - Weigh-in/Matching and Pairing | - Two (2) days before the Competition (As determined by the Tournament Manager) |
| - Inspection of Anyo Weapon | - One (1) day before the competition |
| - Coaches/Solidarity Meeting | - To be determined by the Palaro Board |

VI - OTHER MATTERS

The Technical Committee shall decide on all other queries/issues not mentioned in the ground rules.